## FEELL









RENTAL @2024 lonely house

RENTAL Official release LONELY HOUSE, February 2024 Game Info Guide

## contents

???1
???2
???3
???4
???5
???6
???7
???8
???9
???10
???11
???12
???13
???14
???15
RENTAL MAN16

With the release of this game, as a member of the team, it seems important to disclose what to me transpired during that fateful week in October and its aftermath, so that you, the reader, may not experience the same.



→ R.

2022, a group of friends, also known as Lonely House, embarks on a beach trip with the objective, as subsequently reported to authorities, of drafting their future goals and creating a horror game.

strange occurences can be clearly seen in the vicinity.

the ocean-

The events that transpire during that week, from October 24th to October 31st, remain shrouded in mystery.

Woman behind bars?

Upon arriving at the house, each one of us retired to our own corners in the five rooms available. The initial hours were calm. As we unpacked, we encountered a series of objects with a peculiar aura. They appeared to be ritual artifacts of some sort, though their purpose remains unknown.

On one occasion, when lighting a candle, the wax never consumed. I am certain it still burns somewhere in the house.

We had joined the 32bit jam, seeking to explore a different game genre. It was October, and we aimed to create something darker. The theme was the late '90s, and we opted for a low-res graphic style. We were guided by virtual realms of the past.

> During that week, we played Silent Hill; when the door appeared and we could access the television room, Harry Mason's footsteps echoed, even when the

> > audio wasn't connected.

the lander leke upurakay



We all worked side by side at the living room table—art and programming during the day, self reflection in the afternoon. During lunch, unfamiliar faces joined us.

Even A., who had arranged for the cabin, was unaware of their origin.

They emerged from the rooms after we had seated ourselves, clothes covered in dust and the scent of naphthalene. That afternoon, a suited man sat at the table and said:

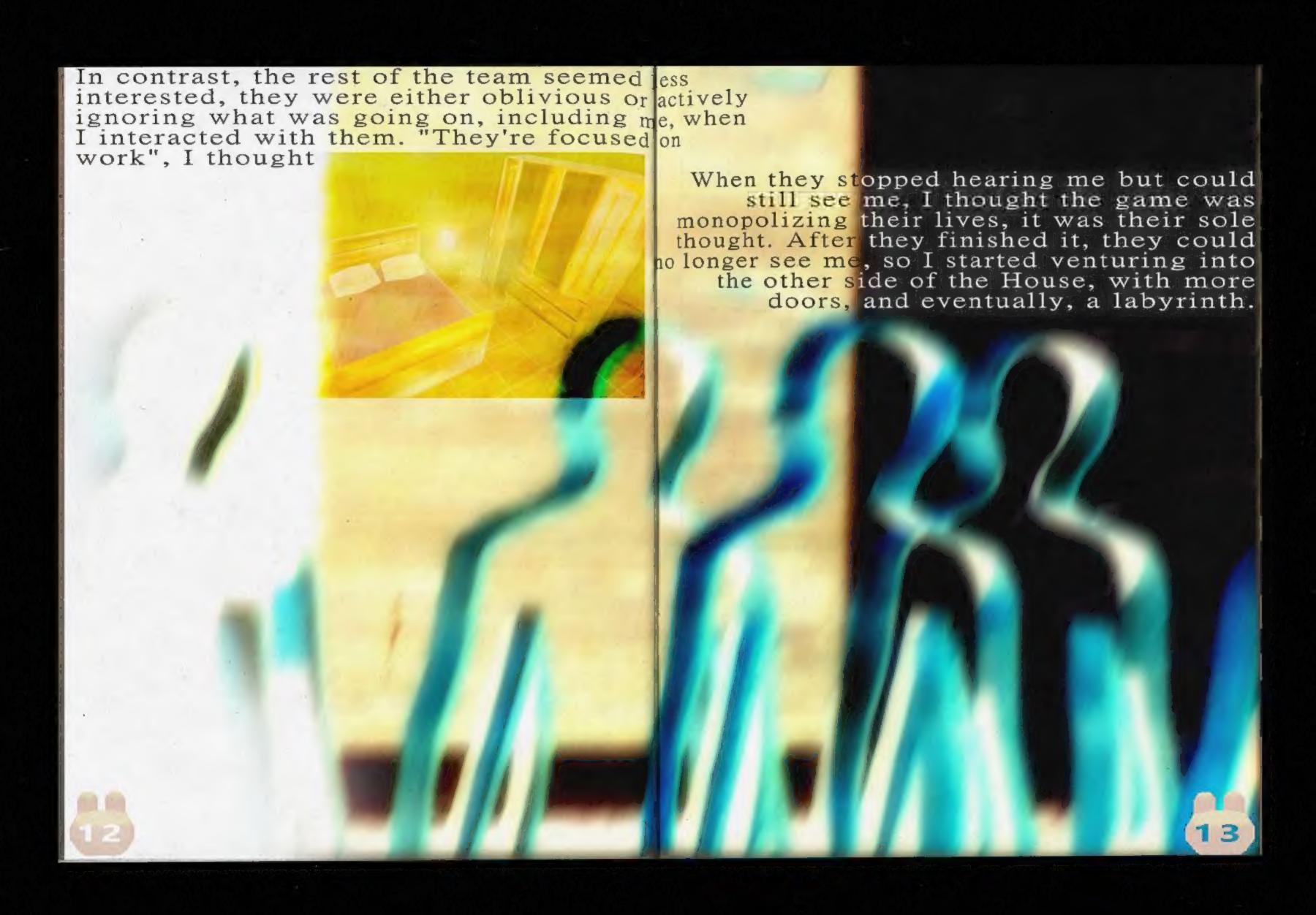


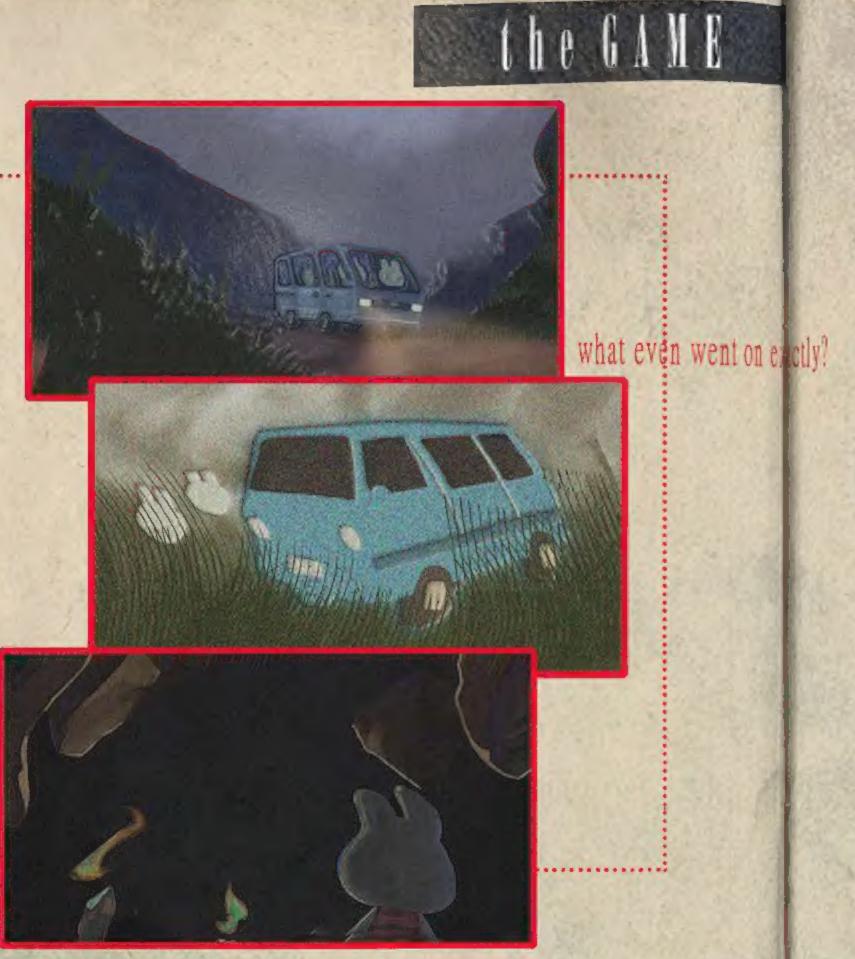


At times, the hallways melded into a dark and infinite fog. When I dared cross it, I walked what felt like two blocks; when I attempted to turn back, I was back in the room in two steps. Looking back, I think I was the most intrigued by what was happening in the House.

10

As we progressed with the game, my interest in these events increased; I felt there was something behind those walls, calling me





The Game is something I still find hard to talk about, busome of its images are etched permanently into my mind. Though blurry, they feel more like memories from my own point of view.

On October 31, the team began cleaning and packing their things.

I couldn't find anything I had brought and spent the entire morning searching, even traversing the labyrinth. When I found my towel on a rocky outcrop, it was already November 5, and the door had closed long ago.

With a bit of luck, this text will reach you before playing the game.

The team doesn't know I'm doing this; I doubt they even remember me... Life in this house isn't so bad; I can hear the ocean, and the tv airs reruns of shows from the '80s and '90s, sometimes even news from the 2000s...

Perhaps you should come for a visit; I'm sure you would enjoy it.

The House would like that too.



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On October 31st of that same year, Lonely House enjoyed a vacation in one of the finest beach rental locations. Schedule your visit with the Rental Man now!

